

SCYLLA

Scylla, also known as Cecaelia, are a demihumanoid race with the upper body of a humanoid and the lower body of an octopus. The Scylla are thought of as an aggressively solitary species that reside within underwater caves and ocean-borne cliff faces; however, some myths claim that the Scylla share a symbiotic partnership with the whirlpool-producing Charybdis. The race also have a somewhat-unfair reputation of being sea witches, possessing vast power over the ocean tides, weather and moon. In reality, there is no actual truth to these claims.

PHYSICAL DESCRIPTION

Scylla possess the upper bodies of humans, with the lower bodies and tentacles of octopi, though their skin pigmentation sometimes has a drastically wilder variety of colors compared to ordinary humans. Female Scylla are known for sometimes having two extra tentacles similar to the squid ones. Unlike other creatures, scylla eyes have fat horizontal pupils, not unlike actual octopus eyes. To keep itself from drying out on land, a scylla's rubbery skin is covered in a layer of slime that is more viscous than that of their mermaid cousins.



SCYLLA TRAITS

- **Ability Score Increase.** Your Dexterity increases by 2, and one other ability score increases by 1.
- **Age.** Roughly the same lifespan as elves.
- **Alignment.** Scylla tend to range from neutral to chaotic.
- **Size.** Scylla range from 7-8 feet in actual height, although they can appear much taller due to the fact that their tentacles are so stretchable. Your size is medium.
- **Speed.** You have a base walking speed of 20 feet, and a base swimming speed of 30 feet.
- **Amphibious.** You can breathe both air and water.
- **Tentacle half:** Your lower half body is composed of 8 tentacles, each one with 10 feet of length, that you can use for doing several actions. You need at least 6 tentacles to maintain balance without problem, but you can move with four, but at 15 feet. If you are using only 4 tentacles to balance, you have a disadvantage in rolls that would knock you prone. If you only have 2 or less free tentacles you can't move on your own.
- Your tentacles are too slippery to use a weapon or manipulate a focus, but you can hold up objects. Each tentacle can hold up to 50 pounds.
- You can use your tentacles to attack any creature up to 10 feet away. You have proficiency in this attack. Each tentacle that you use deals 1d2 bludgeoning damage, that is upgraded to 1d4 at level 6, 1d6, at level 10 and 1d8 at level 15 and 1d10 at level 19.
- Finally, your tentacles give you an advantage on ability checks made to grapple creatures that are your size or smaller. Grappling a creature requires 2 tentacles.
- **Slippery.** The layer of slime covering your rubbery skin makes you naturally slippery for 1d4 hours, to be slippery again you have to be completely submerged in water during 2 minutes or drink at least 4 gallons of water. You have advantage on Dexterity checks made to escape being grappled. After you have exhausted this 1d4 hours, you have to roll 1d8. The result is the number of days you can expend out of water. Once those days have passed, every morning you have to pass a Constitution check. If you fail, your attributes will decrease by one. This penalization lasts until you get slippery again, moment in which you roll for the hours for slipperiness.
- **Ink Jet.** You may use your action to spew a jet of black ink at a creature within 30 feet of you. You are proficient in this ranged attack, which uses Dexterity for your attack roll. On a successful hit, the target is blinded for 1 minute. A creature affected by this can expend one action to remove the ink. If you are underwater, using this ability will instead create a 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. This has no effect on creatures with truesight, blindsight, or tremorsense. Using your ink jet consumes your internal supply for the day, you cannot use this feature again until you complete a long rest.
- **Languages.** Common, Aquan

SOURCES

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Scylla: [Source](#)

Original idea: Clockwerk2017